

Aldren Dayos, Jedi Knight **CL 9**

Medium human Jedi 7/Jedi Knight 2

Force 3

Init +10 ; Senses Perception +5

Languages Basic

[rule]

Defenses Ref 21 (flat-footed 21), Fort 23 , Will 22

hp 92; Threshold 23

[rule]

Speed 6 squares

Melee lightsaber +14 (2d8+10) or

Melee lightsaber +11/+11 (2d8+10/2d8+10) with Double Attack or

Melee lightsaber +12 (3d8+10)

Base Atk +9; Grp +12

Atk Options Accelerated Strike, Double Attack (lightsabers), Rapid Strike, Tumble Defense, Withdrawal Strike

Force Powers Known (Use the Force +11): battle strike, Force slam

Force Techniques Force Power Mastery (battle strike)

[rule]

Abilities Str 16, Dex 10, Con 14, Int 10, Wis 13, Cha 14

Talents Block, Deflect, Multiattack Proficiency (lightsabers), Redirect Shot, Riposte

Feats Accelerated Strike, Double Attack (lightsabers), Force Sensitivity, Force Training, Quick Draw, Rapid Strike, Tumble Defense, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Withdrawal Strike (lightsabers)

Skills Initiative +10 , Pilot +9 , Use the Force +11

Possessions lightsaber (self-built), comlink

[rule]

Accelerated Strike—One per encounter you may make a full attack as a standard action instead of a full-round action.

[rule]

Riposte—As a reaction once per encounter, make a lightsaber attack against a being whose attack you negate using the Block lightsaber combat talent (page 41 of the *Saga Edition* core rulebook). Only non-area melee attacks can be riposted in this manner; you cannot use this talent when negating the damage from melee area attacks (such as those made with the Whirlwind Attack feat).

[rule]

Tumble Defense—Add your base attack bonus (+9) to the DC of Acrobatics checks made to tumble through squares you threaten.

[rule]

Withdrawal Strike—Opponents may not use the withdraw action to leave squares that you threaten as long as you are wielding a lightsaber.

Aurek Tactical Strike Fighter CL 11

Huge starfighter

Init +17; Senses Perception +5

[rule]

Defense Ref 24 (flat-footed 17), Fort 25; +4 armor

hp 110; DR 5; SR 15; Threshold 32

[rule]

Speed fly 16 squares (max. velocity 1,400 km/h), fly 5 squares (starship scale)

Ranged heavy laser cannons +13 (see below) or

Ranged proton torpedoes +13 (see below)

Fighting Space 3[ts]3 or 1 square (starship scale); Cover total (crew)

Base Atk +9; Grp +34

[rule]

Abilities Str 43, Dex 25, Con —, Int 14

Skills Initiative +17, Mechanics +4, Perception +5, Pilot +16, Use Computer +4

[rule]

Crew 1 (Aldren Dayos); Passengers none

Cargo 20 kg; Consumables 1 week; Carried Craft none

Payload 6 proton torpedoes

Hyperdrive [ts]2, navicomputer

Availability Military; Cost not available for sale

Heavy laser cannons (pilot)

Atk +13 (+8 autofire), Dmg 6d10+4[ts]2

[rule]

Proton torpedoes (pilot)

Atk +13, Dmg 9d10+4[ts]2

Anyara, Jedi Knight CL 9

Medium Cathar Jedi 7/Jedi Knight 2

Force 3

Init +7 ; Senses Perception +6

Languages Basic, Catharese

[rule]

Defenses Ref 24 (flat-footed 21), Fort 22 , Will 23

hp 83; Threshold 22

[rule]

Speed 6 squares

Melee unarmed +12 (1d6+4) or

Melee lightsaber +14 (2d8+6/x3) or

Melee lightsaber +14 (2d8+6/x3) and

lightsaber +14 (2d8+6/x3) with Dual Weapon Mastery II

Base Atk +9; Grp +12

Atk Options Dual Weapon Mastery II, Elusive Target, Triple Crit (lightsabers), Weapon Finesse

Force Powers Known (Use the Force +11): battle strike, rebuke, surge

Force Techniques Force Power Mastery (battle strike)

[rule]

Abilities Str 10, Dex 16, Con 12, Int 10, Wis 14, Cha 14

Special Qualities natural weapons, reactive claw

Talents Deflect, Elusive Target, Multiattack Proficiency (lightsabers), Redirect Shot, Weapon Specialization (lightsabers)

Feats Accelerated Strike, Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training, Triple Crit (lightsabers), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Pilot +12 , Use the Force +11

Possessions 2 lightsabers (self-built), comlink

[rule]

Accelerated Strike—One per encounter you may make a full attack as a standard action instead of a full-round action.

[rule]

Reactive Claw—Once per encounter when a Cathar damages an opponent with a melee attack, the Cathar can make a single melee attack with its natural weapons against that target as a swift action. The Cathar must have one hand free at the time to make this attack (and thus cannot be wielding two weapons).

Aurek Tactical Strike Fighter CL 11

Huge starfighter

Init +14; Senses Perception +6

[rule]

Defense Ref 24 (flat-footed 17), Fort 25; +4 armor

hp 110; DR 5; SR 15; Threshold 32

[rule]

Speed fly 16 squares (max. velocity 1,400 km/h), fly 5 squares (starship scale)

Ranged heavy laser cannons +13 (see below) or

Ranged proton torpedoes +13 (see below)

Fighting Space 3[ts]3 or 1 square (starship scale); Cover total (crew)

Base Atk +9; Grp +34

Atk Options if any

[rule]

Abilities Str 43, Dex 25, Con —, Int 14

Skills Initiative +14, Mechanics +4, Perception +6, Pilot +19, Use Computer +4

[rule]

Crew 1 (Anyara); Passengers none

Cargo 20 kg; Consumables 1 week; Carried Craft none

Payload 6 proton torpedoes

Hyperdrive [ts]2, navicomputer

Availability Military; Cost not available for sale

Heavy laser cannons (pilot)

Atk +13 (+8 autofire), Dmg 6d10+4[ts]2

[rule]

Proton torpedoes (pilot)

Atk +13, Dmg 9d10+4[ts]2

Lt. Kagen Brendel, Republic Soldier **CL 9**

Medium human soldier 9

Force 3

Init +7 ; Senses Low-light vision, Perception +5

Languages Basic

[rule]

Defenses Ref 25 (flat-footed 23, Sniper Shot 20), Fort 25 , Will 20

hp 92; Threshold 25

[rule]

Speed 6 squares

Ranged Iridonian heavy blaster rifle +13 (3d10+4) or

Ranged Iridonian heavy blaster rifle +10* (3d10+9) or

Ranged Iridonian heavy blaster rifle +11 (4d10+4) with Rapid Shot or

Ranged Iridonian heavy blaster rifle +15 (3d10+4) with Sniper Shot or

Ranged Iridonian heavy blaster rifle +13 (4d10+4) with Rapid Shot and Sniper Shot

Base Atk +9; Grp +12

Atk Options Careful Shot, Point Blank Shot, Power Blast, Precise Shot, Rapid Shot, Sniper, Sniper Shot

Special Actions Indomitable, Republic Military Training

[rule]

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10

Talents Armored Defense, Improved Armored Defense, Juggernaut, Indomitable, Tough as Nails

Feats Armor Proficiency (light, medium), Careful Shot, Point Blank Shot, Power Blast, Precise Shot, Rapid Shot, Republic Military Training, Sniper, Sniper Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Mechanics +9 , Pilot +12 , Treat Injury +10 , Use Computer +9

Possessions Iridonian heavy blaster rifle, blaster pistol, Republic combat armor (+6 armor, +2 equipment), comlink, datapad

*Includes 3-point Power Blast

[rule]

Iridonian Weapon—+2 equipment bonus to damage rolls when using Power Blast; illegal weapon that grants unfavorable circumstances on Deception and Persuasion checks.

[rule]

Power Blast—As a swift action, before making an attack roll, you can choose to subtract a number from all ranged attack rolls and add the same number to all ranged damage rolls. This number cannot exceed your base attack bonus. The penalty on attacks and bonus on damage applies until the start of your next turn but you gain no bonus to damage with area attacks or when attacking objects or vehicles from this feat.

[rule]

Republic Military Training—Once per encounter, as a reaction, you gain DR 10 against an incoming attack if you have cover from the attacker. You can gain the DR as long as you have cover, even if your opponent uses aim to ignore your cover bonus to Reflex Defense.

[rule]

Sniper Shot—When wielding only weapons with which you are proficient, you can gain a +2 bonus on your ranged attack, but you take a –5 penalty to Reflex Defense until the beginning of your next turn. This feat cannot be used with vehicle weapons or heavy weapons.

Aurek Tactical Strike Fighter CL 11

Huge starfighter

Init +14; Senses Perception +5

[rule]

Defense Ref 24 (flat-footed 17), Fort 25; +4 armor

hp 110; DR 5; SR 15; Threshold 32

[rule]

Speed fly 16 squares (max. velocity 1,400 km/h), fly 5 squares (starship scale)

Ranged heavy laser cannons +13 (see below) or

Ranged proton torpedoes +13 (see below)

Fighting Space 3[ts]3 or 1 square (starship scale); Cover total (crew)

Base Atk +9; Grp +24

Atk Options Careful Shot, Point Blank Shot, Power Blast, Precise Shot, Rapid Shot, Sniper, Sniper Shot

[rule]

Abilities Str 43, Dex 25, Con —, Int 14

Skills Initiative +14, Mechanics +9, Perception +5, Pilot +19, Use Computer +9

[rule]

Crew 1 (Lt. Kagen Brendel); Passengers none

Cargo 20 kg; Consumables 1 week; Carried Craft none

Payload 6 proton torpedoes

Hyperdrive [ts]2, navicomputer

Availability Military; Cost not available for sale

Heavy laser cannons (pilot)

Atk +13 (+8 autofire), Dmg 6d10+4[ts]2

[rule]

Proton torpedoes (pilot)

Atk +13, Dmg 9d10+4[ts]2

Lt. Haden Vazzar, Republic Scout

CL 9

Medium human scout 9

Force 3

Init +11 ; Senses Perception +11

Languages Basic

[rule]

Defenses Ref 23 (flat-footed 21), Fort 22 , Will 22

hp 87; Threshold 22

[rule]

Speed 6 squares

Melee knife +7 (1d4+5)

Ranged blaster rifle +9 (3d8+4) or

Ranged blaster rifle +7 (4d8+4) or

Ranged blaster rifle +3 (5d8+4) or

Ranged heavy repeating blaster +3 (3d10+4) with autofire

Base Atk +6; Grp +8

Atk Options Burst Fire, Hidden Attacker, Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Deep Space Gambit, Republic Military Training, Shake It Off, Vehicular Combat

[rule]

Abilities Str 13, Dex 14, Con 14, Int 10, Wis 16, Cha 10

Talents Deep Space Gambit, Hidden Attacker, Hidden Movement, Improved Stealth, Total Concealment

Feats Burst Fire, Point Blank Shot, Precise Shot, Rapid Shot, Republic Military Training, Shake It Off,

Toughness, Vehicular Combat, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Endurance +11 , Initiative +11 , Mechanics +9 , Perception +11 , Pilot +11 , Stealth +11

Possessions blaster rifle, heavy repeating blaster, comlink, datapad

[rule]

Deep Space Gambit—Once per encounter, when you or a vehicle you occupy are the target of an attack roll, you can force your opponent to reroll the attack. The opponent must take the worse result.

[rule]

Hidden Attacker—Your shots seem to come from nowhere. Whenever you use the snipe application of the Stealth skill, you do so as a swift action instead of a move action.

[rule]

Republic Military Training—Once per encounter, as a reaction, you gain DR 10 against an incoming attack if you have cover from the attacker. You can gain the DR as long as you have cover, even if your opponent uses aim to ignore your cover bonus to Reflex Defense.

Aurek Tactical Strike Fighter CL 11

Huge starfighter

Init +18; Senses Perception +11

[rule]

Defense Ref 24 (flat-footed 17), Fort 25; +4 armor

hp 110; DR 5; SR 15; Threshold 32

[rule]

Speed fly 16 squares (max. velocity 1,400 km/h), fly 5 squares (starship scale)

Ranged heavy laser cannons +10 (see below) or

Ranged proton torpedoes +10 (see below)

Fighting Space 3[ts]3 or 1 square (starship scale); Cover total (crew)

Base Atk +6; Grp +31

Atk Options Burst Fire, Point Blank Shot, Precise Shot, Rapid Shot

[rule]

Abilities Str 43, Dex 25, Con —, Int 14

Skills Initiative +18, Mechanics +9, Perception +11, Pilot +18, Use Computer +4

[rule]

Crew 1 (Lt. Haden Vazzar); Passengers none

Cargo 20 kg; Consumables 1 week; Carried Craft none

Payload 6 proton torpedoes

Hyperdrive [ts]2, navicomputer

Availability Military; Cost not available for sale

Heavy laser cannons (pilot)

Atk +10 (+5 autofire), Dmg 6d10+4[ts]2

[rule]

Proton torpedoes (pilot)

Atk +10, Dmg 9d10+4[ts]2

Samar, Republic Intelligence Officer **CL 9**

Medium Khil noble 9

Force 3

Init +6 ; Senses Perception +11

Languages Basic, High Galactic, Khilese

[rule]

Defenses Ref 22 (flat-footed 20, Flurry 17), Fort 20 , Will 23

hp 55; Threshold 20

[rule]

Speed 6 squares

Melee vibroblade +10 (2d6+4) or

Melee vibroblade +12 (2d6+4) with Flurry or

Melee vibroblade +8 (3d6+4) with Rapid Strike or

Melee vibroblade +10 (3d6+4) with Flurry and Rapid Strike

Ranged blaster pistol +8 (3d6+4)

Base Atk +6; Grp +8

Atk Options Demoralizing Defense, Flurry, Leading Feint, Melee Defense, Noble Fencing Style, Rapid Strike

Special Actions Bolster ally, cooperative spirit, dependable worker, Inspire Confidence

[rule]

Abilities Str 10, Dex 14, Con 12, Int 10, Wis 14, Cha 16

Special Qualities cooperative spirit, dependable worker

Talents Bolster Ally, Demoralizing Defense, Inspire Confidence, Leading Feint, Noble Fencing Style

Feats Flurry, Linguist, Melee Defense, Quick Draw, Rapid Strike, Surgical Expertise, Toughness, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +12 , Gather Information +12 , Perception +11 , Persuasion +12 , Pilot +11 , Treat Injury +11 ,

Possessions vibroblade, blaster pistol, comlink, datapad

[rule]

Cooperative Spirit—Khil work with others easily. They can aid another on skill checks made by adjacent allies

as a swift action, and others can likewise aid Khil on skill checks as swift actions when adjacent to the

Khil, with the following skills: Climb, Endurance, Gather Information, Jump, Knowledge (any), Mechanics,

Pilot, Ride, Survival, Swim, Treat Injury, or Use Computer.

[rule]

Dependable Worker—Once per encounter, a Khil can treat one skill check with certain skills (detailed below)

as though he or she had taken 10, even after the roll has been made (but before the result of the check is known). The Khil may only use this ability on checks with the skills listed under Cooperative Spirit.

[rule]

Demoralizing Defense—As a reaction, you can designate an enemy you have just hit with a melee attack. The

enemy takes only half damage from the attack, but takes a –5 penalty on attacks made against you until the end of your next turn.

[rule]

Flurry—When wielding only light weapons or lightsabers, you can make a flurry of attacks. You take a –5

penalty to your Reflex Defense, but you gain a +2 bonus on your melee attack rolls. The bonus on attacks and penalty to Reflex Defense apply until the start of your next turn.

[rule]

Leading Feint—Whenever you successfully damage an opponent with a melee attack, you can make a

Deception check to feint against that target as a swift action. If successful, you designate an ally within 12 squares; your target is treated as flat-footed against the first attack that ally makes against your target before the beginning of your next turn.

[rule]

Noble Fencing Style—When using a light melee weapon or a lightsaber that you are proficient with, you can

use your Charisma modifier instead of your Strength modifier on attack rolls.

Aurek Tactical Strike Fighter CL 11

Huge starfighter

Init +13; Senses Perception +11

[rule]

Defense Ref 24 (flat-footed 17), Fort 25; +4 armor

hp 110; DR 5; SR 15; Threshold 32

[rule]

Speed fly 16 squares (max. velocity 1,400 km/h), fly 5 squares (starship scale)

Ranged heavy laser cannons +10 (see below) or

Ranged proton torpedoes +10 (see below)

Fighting Space 3[ts]3 or 1 square (starship scale); Cover total (crew)

Base Atk +6; Grp +34

[rule]

Abilities Str 43, Dex 25, Con —, Int 14

Skills Initiative +13, Mechanics +4, Perception +11, Pilot +18, Use Computer +4

[rule]

Crew 1 (Samar); Passengers none

Cargo 20 kg; Consumables 1 week; Carried Craft none

Payload 6 proton torpedoes

Hyperdrive [ts]2, navicomputer

Availability Military; Cost not available for sale

Heavy laser cannons (pilot)

Atk +10 (+5 autofire), Dmg 6d10+4[ts]2

[rule]

Proton torpedoes (pilot)

Atk +10, Dmg 9d10+4[ts]2

Mara Davos, Republic Spy **CL 9**

Medium Human scoundrel 9

Force 3

Init +12 ; Senses Perception +10

Languages Basic

[rule]

Defenses Ref 24 (flat-footed 21), Fort 20 , Will 21

hp 55; Threshold 20

[rule]

Speed 6 squares

Ranged heavy blaster pistol +10 (3d8+4/x3)

Base Atk +6; Grp +9

Atk Options Careful Shot, Point Blank Shot, Precise Shot, Running Attack, Sneak Attack +2d6

Special Actions Cheap Shot, No Escape, Opportunistic Strike, Vehicular Combat

[rule]

Abilities Str 10, Dex 16, Con 12, Int 10, Wis 13, Cha 16

Talents Cheap Shot, No Escape, Opportunistic Strike, Sneak Attack +2d6

Feats Careful Shot, Point Blank Shot, Precise Shot, Quick Draw, Running Attack, Skill Focus (Stealth), Sniper, Triple Crit (pistols), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Deception +12 , Initiative +12 , Perception +10 , Pilot +12 , Stealth +17

Possessions heavy blaster pistol, comlink, datapad

[rule]

Cheap Shot—Once per encounter, you can make an attack of opportunity against an opponent that takes the withdraw action to withdraw from a space threatened by one of your allies within point-blank range.

[rule]

No Escape—Whenever an opponent uses the withdraw action to leave your threatened space, that opponent is considered flat-footed against you until the end of your next turn.

[rule]

Opportunistic Strike—Once per encounter, you can make an attack of opportunity against an opponent within point-blank range (even using a ranged weapon) if that opponent provokes an attack of opportunity from one of your allies..

Aurek Tactical Strike Fighter CL 11

Huge starfighter

Init +19; Senses Perception +10

[rule]

Defense Ref 24 (flat-footed 17), Fort 25; +4 armor

hp 110; DR 5; SR 15; Threshold 32

[rule]

Speed fly 16 squares (max. velocity 1,400 km/h), fly 5 squares (starship scale)

Ranged heavy laser cannons +10 (see below) or

Ranged proton torpedoes +10 (see below)

Fighting Space 3[ts]3 or 1 square (starship scale); Cover total (crew)

Base Atk +6; Grp +31

Atk Options Careful Shot, Point Blank Shot, Precise Shot, Running Attack

[rule]

Abilities Str 43, Dex 25, Con —, Int 14

Skills Initiative +19, Mechanics +4, Perception +10, Pilot +12, Use Computer +4

[rule]

Crew 1 (Mara Davos); Passengers none

Cargo 20 kg; Consumables 1 week; Carried Craft none

Payload 6 proton torpedoes

Hyperdrive [ts]2, navicomputer

Availability Military; Cost not available for sale

Heavy laser cannons (pilot)

Atk +10 (+5 autofire), Dmg 6d10+4[ts]2

[rule]

Proton torpedoes (pilot)

Atk +10, Dmg 9d10+4[ts]2